

<b>week 32:</b>	<b>down to earth</b>
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***Oscar was on his way to the beach – but first he had to walk through his very own backyard. Mom had told him it was filled with magic and he wondered what she meant. I suppose she meant that there are so many wonderful things to see!***

### **Games:**

1. **Active Game:** Trees and Bushes (Cat and Mouse)

*Games Module: page 11* (use a variation that the Cubs have not played before)

2. **Team Game:** Squirrels in the Tree

Divide the Cubs in pairs, let them face each other with hands joined to represent hollow trees. In each hollow tree stands a third player – the “squirrel”. One Cub is a “squirrel” without a tree. The leader calls “change for home” and all the squirrels must leave their tree for another tree whilst the odd one tries to beat them. Keep the game flowing or change the homeless squirrel after a short time.

3. **Circle Game:** Bees need a flower

The Cubs stand/sit in a circle. Choose a Bee and a Flower. The Bee is blindfolded and needs to find their Flower to pollinate. The Flower must clap and the Bee needs to make their way over to the Flower. If the Bee gets it correct, the Bee can choose who should take their place.

4. **Scavenger Hunt:** It’s a secret

Each Cub is given a piece of paper with a list of different items that they must bring back. But it is in code and they first need to decipher it. They can help each other.

1. Fael neerg
2. Giwt nworg
3. Rehtaef a
4. Ssarg fo edalb
5. Enots a

(All are just written backwards)

5. **Relay Game:** Vegetable Vagabond

*Games Module: page 33* - Flipping the Kipper

6. **Relay Game:** Observing the Outdoor Code

The Cubs line up in their Sixes. The words for the Outdoor Code are printed and cut up – enough for each Six. On “Go”, each Cub goes forward and selects a section of the code. By the time everyone has gone up the Outdoor Code should have been completed.

***Lots of things to see and do outdoors ...***

## Sense Training:

### 1. **Kim's Game:** Sight – How observant are you?

Beforehand, the leader types out the Outdoor Code and cuts it up. (Do one for each Six and colour code it). Pin these words up in the hall but don't say a word. When you come to play the game, ask the Cubs if they have noticed anything different – they now can collect the words and put the Outdoor Code together.

### 2. **Kim's Game:** Sound – Do you hear that?

Have a selection of easy bird calls which you can play to the Cubs.

1. Firstly they must identify the call.
2. Secondly you can give each Six one of the bird calls. As a Six, they need to go and practise that bird call and come back to "playact" as that bird.

***Oscar loved the beach and it was close to his home. He liked to make sure that it was clean and that there were no empty bottles and paper lying around – but he was in for a big surprise!***

## **Yarn: Mother's Magical Garden is best**

Write the following words and phrases on pieces of paper and give one per Cub. As you read the story and come to a blank, the Cub in turn calls out his word.

Light bulb	hockey stick	bottle of milk
Baby chick	bottle of ink	broom
Pink mouse	bicycle	coffee pot
Pancake	sour pickle	pillow
Cape of soap	hammer	bowl of dead flies
Rotten egg	elephant	rubber band
Bunch of bananas	black snake	toothbrush
Mouth organ	puppy dog	fire house

Oscar followed the little creek to where it passed by the stone wall and the sand cliffs. The spring air was full of the singing of birds and the gentle whisper of the wind. He was getting tired from such a long walk so he sat down to rest on a large stump. As he sat in the soft drowsy air, he noticed the big sand cliffs all covered with swallow holes and little scrawny bushes growing here and there on its face. Oscar grew very sleepy in the warm sunshine. It was then that he noticed the yellow door in the side of the sandy cliff.

"This is very strange," Oscar thought. "I've been here often and never noticed that door before." He got up with true Cub curiosity and went to the door to open it. He was surprised to find that it opened so easily.

Inside he was surprised to see that he was in a huge garden surrounding a funny little house. He went to the door and knocked. There was no answer, so Oscar went inside. Then, strange things began to happen.

A ..... jumped out at him and said in a deep voice, "will you stay for dinner?" A ..... told Oscar to shut the door while a .....

stared fearfully at him with enormous eyes. At the sound of the closing door a ..... took its feet off a ..... which ran in circles on the floor at his feet. The ..... invited Oscar to sit in the chair at the table.

He sat beside a ..... which was always poking a ..... with a ..... A ..... brought in a ..... on a big silver platter which was set before Oscar. Everyone began to eat the ..... and the ..... which was placed on the table. When the waiter brought in a big bowl of fried ..... Oscar decided that he really wasn't hungry.

He excused himself and nearly tripped over a ..... as he left the table. He saw a ..... which he thought would make a nice pet if only his mother would let him keep it!

As he went to pick it up a ..... hit him across the hand and told him to leave it alone.

Oscar was sorry that he couldn't have a ..... which he sat on because he couldn't carry it.

"Excuse me," he said, as a ..... and a ..... came flying across the room. Oscar felt that the things here certainly had very rude manners especially a ..... which kept wiping its mouth with a ..... With a sudden noise a ..... came running through the door followed by a ..... and a .....

Oscar knew that these were the owners of the house as everything suddenly became very quiet and well behaved. These owners did not say a word but very threateningly one of them picked up a ..... Oscar thought he had better leave.

He tried to get to the door but a ..... got in his way and a ..... caught him around the neck and tried to keep him there. Oscar rushed out the door very frightened. As he ran to the yellow door in the cliff he heard a ..... chasing him. A ..... almost caught up to him. Upon reaching the door he caught a last look at a ..... and a ..... which were right behind him.

Breathlessly he banged the door shut and ran to the stump to sit and catch his breath. When he next looked at the cliff he saw that the door was gone! It was time to go back to Mother's Magical garden!

***There is a lot we can do using items from nature ... we need to respect nature and not destroy!***

#### **Craft/Activity:**

##### **1. Activity:** Test the Team

**As a Six, a big dice could be made with parts of the Outdoor Code written on each side of it.** Once completed, the Six can play the game whereby they throw the dice and whatever it lands on, the Cub needs to say how they think they can carry out that part of the code - e.g. keep roads clean.

##### **2. Handcraft:** Earth Stress Ball

<http://www.diyncrafts.com/12749/repurpose/feeling-stressed-or-want-to-take-up-juggling-heres-how-to-make-your-own-ninja-balls>

Use the idea found at this link to make a stress ball which looks like Earth – use green and blue balloons to create the effect.

### **Handcraft:** Outdoor Code Poster

Cubs are given a fairly large piece of paper/cardboard (A3 would be suitable) and some magazines. The Cubs make their very own Outdoor Code poster to take home.

***As Cubs we must follow the Outdoor Code and try to encourage everyone around us to do the same ...***

### **Singing/Play Acting:**

1. **Singing:** This little Cubbing Light of Mine

*Singing Module: page 28*

2. **Playacting:**

***Whilst Oscar was in this strange house, some very strange things were happening! Let's see if the others can guess what went on.***

Divide the Pack up into Sixes and give them time to prepare.

1. Fighting with a broom in slow motion.
2. Putting on shoes and acting as a ballerina.
3. Frightened and you need to escape.
4. You had to eat something disgusting – like a pink mouse!
5. You are trapped in a box and are trying to get out.

### **Advancement covered:**

#### **Silver Wolf:**

***Outdoor Code:*** Revision (**Handcraft and Games**)

#### **Gold Wolf:**

***Outdoor Code:*** Revision (**Handcraft and Games**)